

*A3*  
*Sub P27*  
Please amend Claim 1 as follows:

1. (amended) A [P]istol [(1)] for a video game shooting system [(2)] intended to be used by a player to enable a virtual actor to shoot at at least one virtual target, [this] the system [includes the following] comprising:

[- ]a display system [(3)] which can display an image of the video game shooting system incorporating the at least one virtual target; [and]

[- ]a game processing means [with] having at least one microprocessor[s] [(4)] which [are] is [intended to be connected] connectable to [the] said display system [(3)] to control [the] said image of the video game shooting system on [the] said display system[,]; and

[- ]the pistol [(1)], [intended to be] which is [connected] connectable to [the] said game processing means [(4)], further comprises a means [of] for triggering shots [(12)] on the at least one virtual target following a shooting axis, [which are] said means for triggering shoots activated by the [user] player to send a shooting instruction to [the] said game processing means [(4)] at an instant chosen by the player, wherein the displacement of [the] said shooting axis relative to the virtual actor is caused by [the] a movement of the pistol [(1)] due to the [user's] player's action relative to [the] said display system [(3)],

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wherein the pistol [includes] further comprises an integrated means [(13)] to control [the] a movement of the virtual actor, enabling the player to move the virtual actor in the video game [environment] shooting system and to shoot in a location and at a moment chosen by the player.

Please amend Claim 2 as follows:

2. (amended) The [P]pistol for a video game shooting system according to claim 1, wherein [the] said integrated means to control [the] said movement[s] [(13)] of the virtual actor comprises a multidirectional control device.

Please amend Claim 3 as follows:

3. (amended) The [P]pistol for a video game shooting system according to claim 2 wherein [the] said multidirectional control device [(13)] enables the player to move the virtual actor in at least one of a left, right, forward and back direction.

Please amend Claim 4 as follows:

4. (amended) The [P]pistol for a video game shooting system according to claim 2 [or 3] wherein [the] said multidirectional control device [(13)] [can be composed of] comprises at least one of [the following elements:] a control

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pad, a joystick, a trackball [or] and a plurality of directional buttons.

Please amend Claim 5 as follows:

5. (amended) The [P]pistol for a video game shooting system according to claim 2 wherein the pistol [includes] further comprises a button [(14)] which switches [the] an effects of [the] said multidirectional control device and enables a lateral movement of the virtual actor to the left or to the right.

Please amend Claim 6 as follows:

6. (amended) The [P]pistol for a video game shooting system according to claim 2 wherein the pistol further comprises a switching button [(14)] which enables [the] said multidirectional control device [(13)] to cause a movement of the virtual actor's head.

Please amend Claim 7 as follows:

7. (amended) The [P]pistol for a video game shooting system according to [any of the] claim[s] 1 [through 6] wherein [it] said video game shooting system further comprises a mechanical system with a mobile mass intended to simulate a recoil when the [user] player is shooting.

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Please amend Claim 8 as follows:

8. (amended) The [P]pistol for a video game shooting system according to [any of the] claim[s] 1 [through 7] wherein [the] said means [of] for triggering shots [(12)] on [a] the at least one virtual target further comprises a trigger.

Please amend Claim 9 as follows:

9. (amended) The [P]pistol for a video game shooting system according to [any of the] claim[s] 1 [through 8] wherein [the] said game processing means [(4)] further comprises a game console, and [the] said display system further comprises a television set.

Please amend Claim 10 as follows:

10. (amended) The [P]pistol for a video game shooting system according to claim[s] 1 [through 8,] wherein [the] said game processing means [(4)] further comprises a computer, and [the] said display system further comprises a monitor.

Please amend Claim 11 as follows:

11. (amended) The [P]pistol for a video game shooting system according to claim[s] 9 or 10,] 1 wherein [the] said display system is a virtual reality display system.

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Please amend Claim 12 as follows:

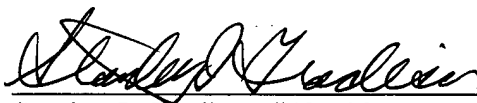
12. (amended) The [P]pistol for a video game shooting system according to claim[s] 1 [through 11] wherein [the] a projection of [the] said shooting axis on [the] said display system is represented by a visible cross hairs on [the] said image of the video game shooting system [image].

Please amend Claim 13 as follows:

13. (amended) The [P]pistol for a video game shooting system according to claim[s] 1 [through 12] wherein the pistol is [intended to be physically connected] connectable to [the] said game processing means.

It is respectfully submitted that the claims as amended are in a condition for allowance, and an early notice of allowability is earnestly solicited.

Respectfully submitted,



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